PlayStation®

NTSC U/C

PlayStation®

EVERYONE

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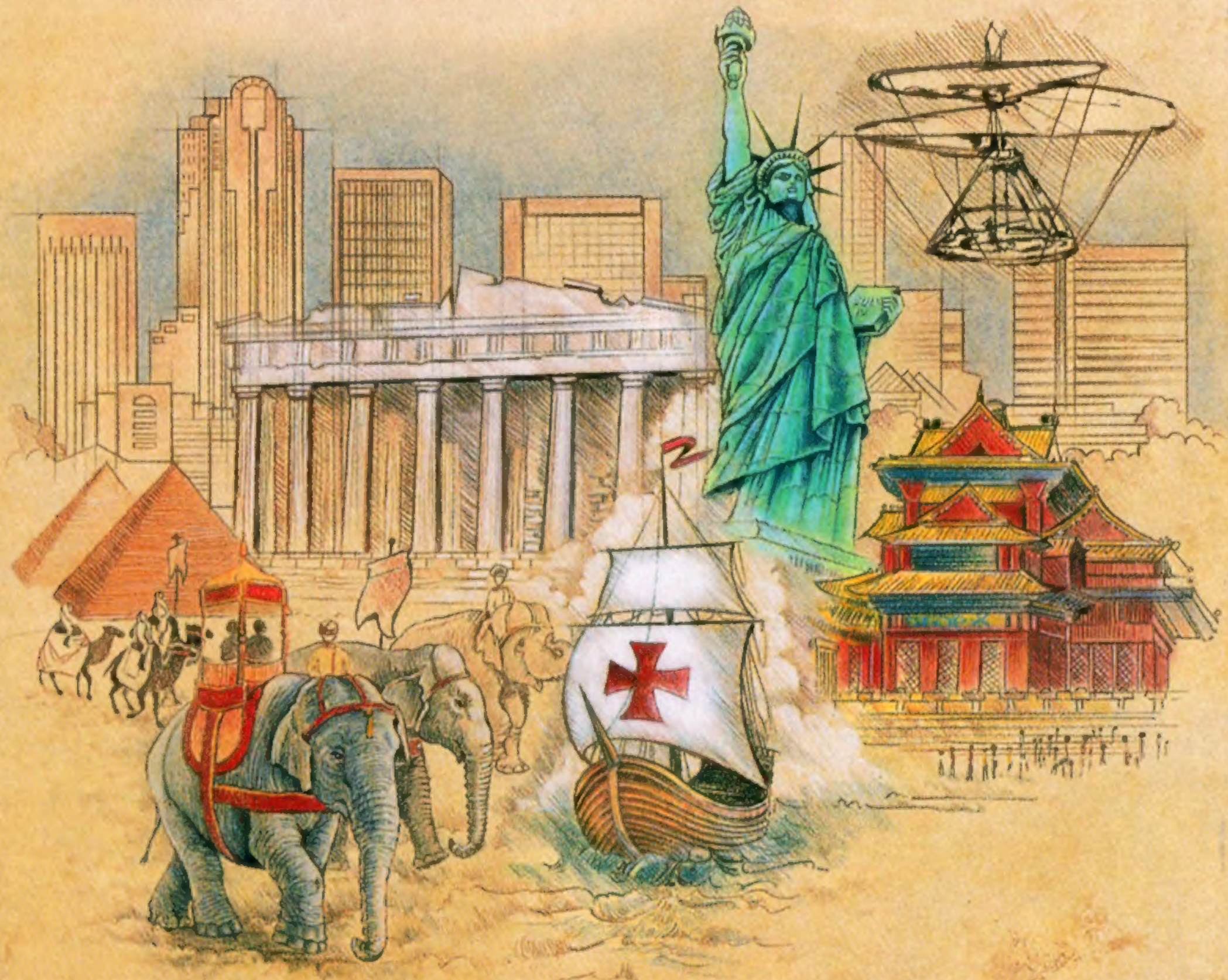
# CIVILIZATION® II

THE ULTIMATE VERSION OF THE BEST-SELLING STRATEGY GAME.



MICROPROSE® STRATEGY

ACTIVISION®

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION® DISC:**

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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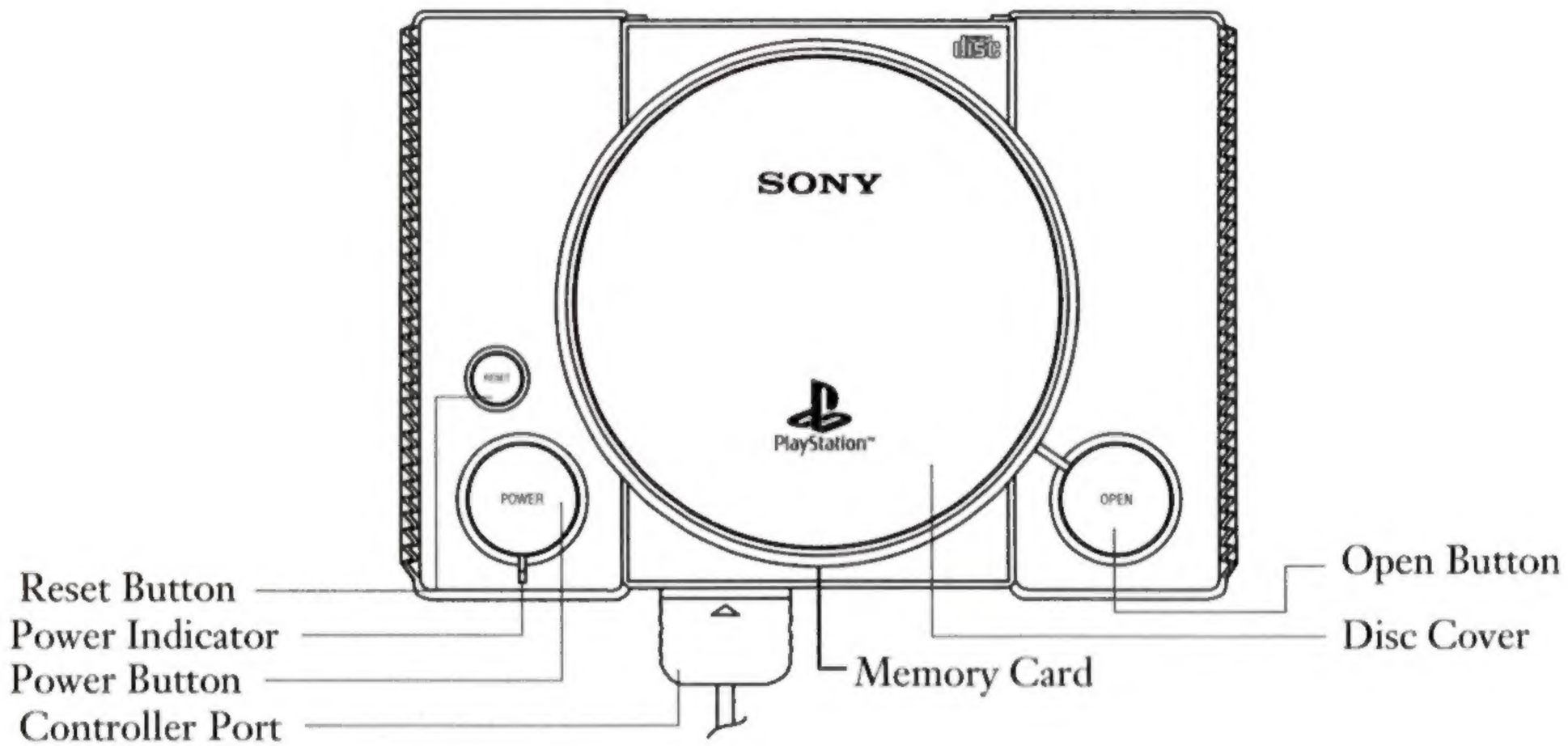
# STARTING UP



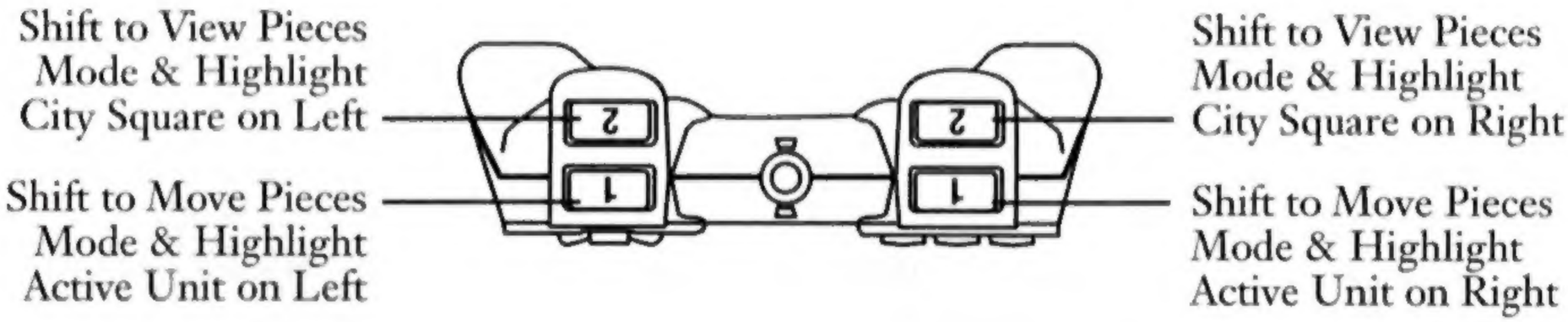

- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Civilization II disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

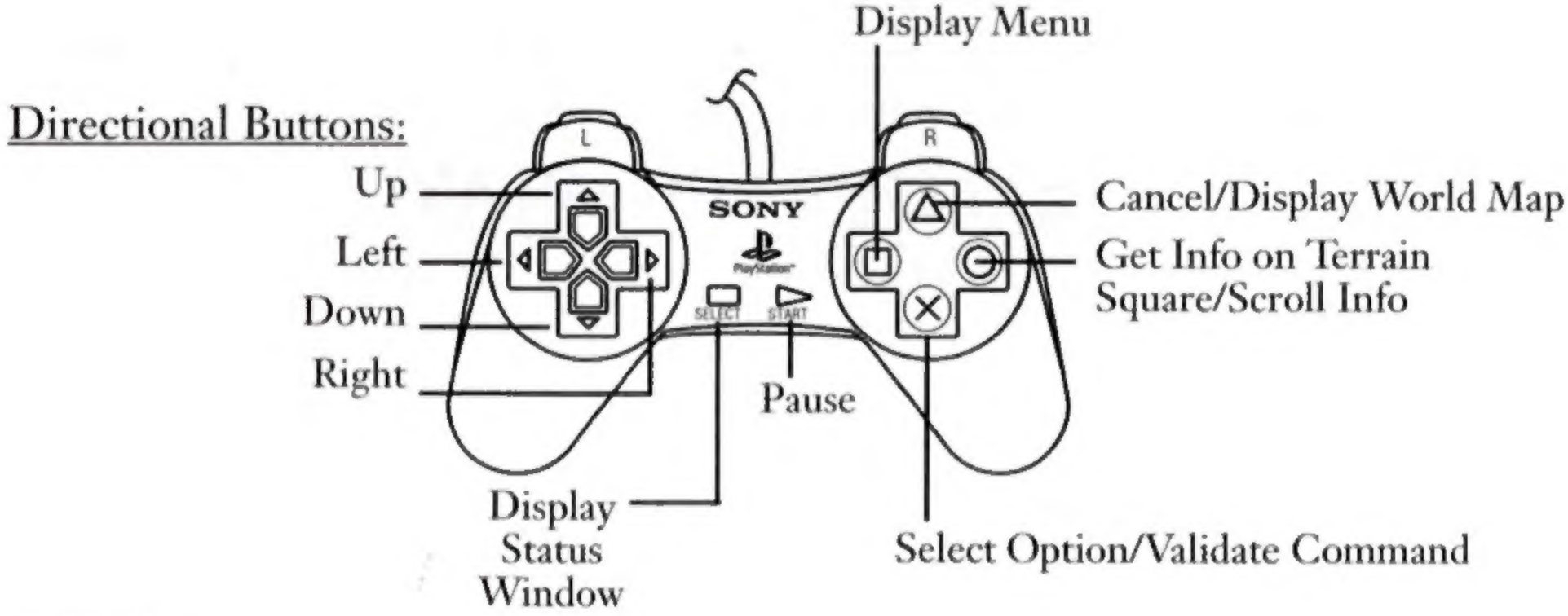
# GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

## DIRECTIONAL BUTTONS

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the × button to accept. However, this section defines commands only for the standard PlayStation controller.


Shift to View Pieces Mode & Highlight City Square on Left
Shift to Move Pieces Mode & Highlight Active Unit on Left
Shift to View Pieces Mode & Highlight City Square on Right
Shift to Move Pieces Mode & Highlight Active Unit on Right




## GAME RESET

To abort a game in progress, press the Reset button on the PlayStation. This will replay the opening animation and return to the Civilization II title screen. (To bypass the opening animation, press any button.

# INTRODUCTION

You are the ruler of a young civilization that is struggling to survive and grow, from its earliest history (4000 B.C.) onwards to the space age (2020 A.D.). As your civilization expands, you compete with rivals for survival and resources. Your opponents, rival civilizations, are not always predictable, and will challenge even the most experienced. It is up to you to choose wisely, fight bravely, and to lead your civilization to the final victory.
The success of your civilization depends upon your decisions. You are in control of the economy, diplomacy, exploration, scientific research, and military development of your civilization. As your civilization expands and advances in knowledge and developments, you will be confronted with increasingly difficult decisions: where to build other cities, what city improvements to make, should you expand overseas, should you have alliances with neighbors or should you pillage them? At the same time, your world is evolving, so you'll have to change your policies to fit the world: replace obsolete military equipment, change the form of government, etc. Besides rival nations, you will also encounter other threats: internal strife, hunger, misallocation of resources, pollution, over-population....
The kind of victory you can achieve is up to you. You can win by the sword and conquer the whole world; or you can win by science and be the first to conquer space. Your final goal will determine your strategies and decisions over time... if you last that long.

# BEFORE YOU PLAY

Civilization II requires a memory card to save your games. A saved game's data takes up ten memory blocks. If you want to save a great number of large games, you may need several memory cards. You can obtain the memory cards through the retailer where you purchased your PlayStation game console or this game.

# GETTING STARTED

There are two modes of movement:

- **Move Pieces Mode:** Your cursor is a white arrow; you can move it to highlight active units, which are available to take orders, using the L1 and R1 buttons. The active units blink when you've highlighted them.
- **View Pieces Mode:** When you have no active units, you can still move around the unexplored territory and make changes on your city screen using the L2 and R2 buttons.

# MENUS

The menus and the City screen (see detailed explanations for each) will be your main tools of control. The menus on the lower left contain all the actions that you can take. There are also dialog boxes with options that pop up at various points in the game (when clicking on units in the Unit Roster in the City screen, when a foreign emissary comes to you, etc.). To bring up a menu of options while playing, press the ❑ button. You will see a menu appear on the lower left hand side of the screen. Use the arrow keys to highlight a desired option and then press the ✕ button to select.

# EXPLANATION OF MENU OPTIONS

## GAME OPTIONS

**Always Wait at End of Turn:** Guarantees that your turn will not end until you press End Turn. If this is off, you only need to press the ✕ button to end your turn when you have no active units left to move.

**Show Enemy Moves:** Makes the progress of any enemy units within observation range of your units and cities visible. If this is off, you only see those enemy moves which result in combat with your units.

**Instant Advice:** When turned on, this allows your advisors to provide helpful hints whenever they have an opinion to offer.

**Tutorial Help:** When active, this option provides advice for novice players.

**Throne Room:** You will be notified of the spontaneous improvements to your throne room when your citizens choose to offer them.

**Diplomacy Screen:** When this option is checked, diplomatic discussions take place on the full diplomacy screen.

**Town Council:** A video animated town council will convene occasionally to offer you advice.

## CIVILOPEDIA

**Information for Wonders:** This option allows you to view the Wonders full screen.

**Background Music:** You can select the background tune between four choices

**Background Screen:** You can select the background screen you want, from ten choices.

**Change Player Name:** To change your name.

## GAME MENU

**Save Game:** Civilization II suggests a name for the save file, based on the year.
**Load game:** Use this option to load a game saved previously. Select one of the files on your memory cards.
**Retire:** To quit the current game but see the closing display first.
**Quit:** Choose this option if you just want to exit the game without all the closing displays. You have a chance to confirm or cancel quitting.

## KINGDOM MENU

**Tax Rate:** Allows you to adjust the proportion of taxes to science to luxuries that each city generates each turn. As the percentage of any one increases, the percentage of one or both of the others must decrease.
**View Throne Room:** This option allows you to look at the status of your throne room and see how many and what additions were made by your citizens.
**Find City**: Select this to choose from a list of all your cities. The Map will center on the city you pick.
**Revolution:** Choose this option when you want to switch forms of government. You must have acquired specific technological advances to choose a type of government other than despotism. Usually, a revolution brings on a short period of Anarchy.

## ADVISORS MENU

**Town Council:** Takes you to a video animated meeting of all your advisors. In it you can ask one or all of them for advice on your current situation.
**City Status:** Lists the vital statistics for all the cities in your empire, in the order in which they were founded. You can click on any of the listed names to open the city display for that city.
**Defense Minister:** Reports on your military assets, including information on every one of your existing units, plus statistics on your past performance in battle and casualties to date.
**Foreign Minister:** Summarizes everything you know about the other civilizations with whom you have made contact. If you have an embassy in another civilization, you will also find out how much gold they have in their treasury. Use the × button to select any of the leaders to begin negotiations with that ruler immediately. If you have established an embassy with a particular civilization, Check Intelligence opens the Intelligence Report which gives you

further details, including a complete list of their cities and notice of which Wonders they are attempting to build.

**Attitude Advisor:** Provides a summary of the relative happiness of your citizens: the base status of the population and the effects of any influences which directly or indirectly modify the happiness of your people. Use the × button to select any of the city names and to open the City Display screen.

**Trade Advisor:** Reports on the percentages of trade you have earmarked for luxuries, tax revenue, and scientific research funding in each city, as well as improvements which require maintenance payments. If your treasury is shrinking, this might be a good time to increase taxes or adjust individual cities to produce higher revenue.

**Science Advisor:** Keeps a record of the advances your civilization has already achieved and the progress of your scientists toward the next advance.

## WORLD MENU

**Wonders of the World:** Shows the icon for each wonder and identifies both its location and the culture that currently owns it.

**Top Five Cities:** Important statistics about the top five cities in the world, including their population size and citizens' attitudes, the culture to which they belong, and any Wonders present.

**Civilization Score:** This contains your civilization score so far.

**Demographics:** Provides a number of real-world statistics about your civilization's health, growth, economic, and military status, and is a good tool for comparing your performance with your rivals'.

**Spaceship:** Contact your space advisors and see the progress of any spaceship under construction.

## CIVILOPEDIA MENU

**Civilization Advances:** Focuses on the advances, describing each of them in detail.

**City Improvements:** Lists the structures you can build in a city to improve how it works

**Wonders of the World:** Information about the various Wonders of the World.

**Military Units:** Contains information on all units (incl. Diplomats, Caravans, and Settlers)

**Demographics:** List of demographic statistics and the ranking of your civilization for each measure mentioned. If you have diplomatic relations with civilizations whose rank in a particular category is higher than yours, that culture's statistics are listed as well.

## COMMANDS FOR SETTLERS AND ENGINEERS UNITS

**Irrigate:** Desert, Grassland, Plains, Hills, River. Only terrain adjacent to water.
**Clear:** Forest, Jungle, Swamp. Improves movement point cost and provides land suitable for further improvement.
**Build Farm:** Any irrigated land square. Pre-requisite is Refrigeration. Once the Supermarket advancement is achieved, building a farm can improve food output by 50%.
**Mine:** Desert, Hills, Mountains.
**Reforest:** Grassland, Jungle, Plains. Improves shield production (increases movement point cost, if no road or railroad in that square).
**Clean Up:** Any polluted land square. Restores full production (pre-pollution) capacity.
**Build Road:** Any land square. Reduces movement point cost to 1/3.
**Build Railroad:** Any Road square with existing roads. Increases shield production by 50% and reduces movement point cost to zero.
**Transform:** Any land square, any terrain. Only for Engineer units.
**Build Airbase:** Any land square. Prerequisite: Radio. Greater flexibility in flight plans.
**Build Fortress:** Any land square, not a city site. Prerequisite: Construction. Essential for defense outside cities.

## HOW TO GET HELP IN THE GAME

There are numerous ways a player can get help in the game:

- **Beginner option in the Start-up menu:** This option has a built-in tutorial that offers step-by-step instructions.
- **Dialog boxes with hints:** Dialog boxes pop up at various times throughout the game, hinting that a particular move or action would be advisable at this time, or telling you the reasons why an action can't be completed.
- **Civilopedia:** This contains a wealth of information on pretty much everything in the world (civilization advances, Wonders of the World, units, etc.).
- **Status box at bottom right of the screen:** This contains information about the units or squares highlighted in the game.
- **Screens following your civilization advances:** They contain useful information about the advance, prerequisites, etc.

# PLAYING THE GAME (BASIC STEPS)

## 1. SET UP YOUR WORLD

Below are the basic instructions to get you started in Civilization II. For more in-depth instructions on specific topics or menu commands, please refer to the individual topics in the next section.

1. At the Civilization title screen, there are four choices: New Game, Load Game, Beginner, Hall of Fame.
2. To start a game, select New Game. (If you want a step-by-step tutorial when playing the game, select Beginner.) Before starting to play, first you need to set up your world.

The step-by-step instructions in the dialog boxes on the screen will take you through the set-up process and will explain the various options.

## 2. BUILD THE FIRST CITY

You start out with a single settlers unit, surrounded by unexplored territory. Your first task is to find a good site and build a city. To move your settler unit, use the directional buttons to pick the direction, then press the ✕ button to select. While the unit is active (blinking), select **Build New City** from the menu. Search for an area that offers a combination of benefits: food for population growth, raw materials for production, and river or coastal areas for trade. Where possible, take advantage of the presence of special resources on terrain squares. River squares are especially good sites for cities early in the game, providing access to water for irrigation and a defense bonus of 50% (see more detailed information in next section). The site of the city has strategic value, for defense purposes. Also, keep in mind the improvement potential for terrain squares within the city's radius. Improvements are not limited to agricultural effects. Settlers and Engineers also improve terrain by laying roads across terrain squares. Roads allow better access to a city, and therefore increase the trade goods citizens working some squares produce.

When you finish making all your moves, your turn ends. Each turn represents a number of years. The time intervals between turns are first determined by the difficulty level. As you progress through the game, turns eventually become shorter and shorter – in the beginning, they are 20 years each, and towards the end, they become one year per turn.

## 3. MANAGE YOUR CITY

When the city is built, you have a City screen that tells you the available resources and serves as the main tool for managing your city's production, population, and units. Take a little time to familiarize yourself with it and what each of the buttons on the bottom of the screen does (see the detailed explanation of the City screen further on in the manual). Food and shields are the two basic resources produced in a city. Shields represent raw materials used for supporting units and building new items. Grain represents the food produced. Each citizen requires two units of food each turn in order to survive. Excess grain icons accumulate in the Food Storage Box. Income from trade is allocated between taxes (coins), scientific research (beakers), and luxuries (goblets).

You must consider these when managing a city: maintaining population growth (when the food storage box is completely filled with grain, a new person is added), maximizing a useful mix of economic development (food, raw materials, and trade), producing tax revenue, producing technological research, and exploration (to know what dangers are lying around you). For cities to grow and prosper, they need to balance economic output with the citizens' needs for infrastructure and services. If all the citizens' needs are met, they become contented and then happy, which reduces the chances of civil disorder.

## 4. BUILD THE FIRST UNIT

By default, your city starts producing military units for defense unless you choose another kind of unit in the City screen. Until you finish building your first unit, you have little to do, besides waiting for time to pass. Select End Turn in the main menu as many times as required until you are notified that your first unit has been built. Then you can go to the City screen and change production of the unit, if you want to build a different unit. To go to the City screen from another terrain square, shift to View Pieces mode, position the white square cursor over the terrain square in which the city is placed, and press the ✕ button to select it (see more information about the City screen in the next section).

## 5. DEFEND YOUR CITY

There are two things you can do with your first military unit: defend your city or explore terrain outside the city radius. It is a good idea to keep a military unit within the city radius for defense. As soon as the first military unit is built, you can choose to switch production

to another unit, which can be used for exploration. Remember that a city square will always be easier to defend than the same unimproved terrain. Once you have the Masonry civilization advance, you can build the City Walls improvement, which triples the defense factors of military units stationed there.

## 6. CHOOSE YOUR FIRST CIVILIZATION ADVANCE

Once you build a city, you need to choose from several types of civilization advances from the screen that pops up: Military, Economic, Social, Academic, and Applied. When the game begins, your civilization has minimal knowledge, usually consisting of only Irrigation, Mining, and roads. The bulk of your knowledge throughout the game (Civilization Advances) is gained through research. The amount of time required for research to achieve your Civilization Advances depends upon the amount of science your city is currently generating. The more beaker icons you generate each turn (see the City Display Screen heading in the next section), the faster you can make discoveries. The choice of advance will largely depend on your final goal. The Advance Chart on the poster summarizes all the civilization advances and prerequisites. You can also select Civilization Advances in Civilopedia for more detailed information.

## 7. SET UP TAX LEVELS AND DISTRIBUTION OF REVENUE

You can control how much trade income you spend on taxes, luxuries, and science research in the Tax Rate window (select Kingdom in the main menu, then Tax Rate). The maximum percentage of trade income that can be allocated to taxes, luxuries, and science also depends upon your type of government (for more information on governments, select Government in the Civilopedia). To set up tax levels, select **Kingdom** in the Main menu, then **Tax Rate**.

## 8. EXPLORE YOUR WORLD

You need to explore the territory around you to find out what dangers may be awaiting you, to see what natural resources are available, and to see the extent of your neighbors' territories. In your explorations, you may encounter small villages of Minor Tribes which do not belong to any civilization. These Minor Tribes may give you gold or knowledge. (For more details, see the next section.) To enter a village or city, move your unit on the same terrain square as the village or city.

## 9. ESTABLISH DIPLOMATIC RELATIONS WITH NEIGHBORING CIVILIZATIONS

As you explore new territories and move units into terrain squares adjoining the ones in which a foreign unit or city is found, you will come into contact with other civilizations. The rival ruler will send you an emissary. (A screen will pop up displaying the emissary and his antechamber.) You should make efforts to maintain peaceful relations with your neighbors. Not only does this keep your civilization reasonably safe from attack, it can also lead to profitable exchanges of money and information. You can see your opponent's attitude toward you when you make contact with one another by the way they address you and by their demands. Remember however, that your reputation is not based on how peaceful or warlike you are towards your neighbors, but on how often you keep your word. So it's better not to sign an alliance or peace treaty in the first place, than to sign one and later break it.

## 10. IMPROVE YOUR PRODUCTION/USE OF RESOURCES

Your Settlers and Engineers can improve terrain by building roads and irrigation, and by mining. Building irrigation improves the food production and takes a bit longer than building roads.

A city can produce three different types of things: units, improvements, and Wonders. Choose your production wisely, as there is a significant penalty for switching production between different types: switching from one type of production to another in mid-stream (or mid-build) reduces the number of shields already accumulated by 50%. Switching production within a type – from one unit to a different unit, for instance – incurs no penalty. To give orders to an active unit, press the ❐ button to display the menu and select an option by pressing the ✕ button.

## 11. BUILD MORE NEW CITIES AND UNITS

You must build at least one city, because only cities can produce new units, allowing your civilization to grow and develop. The number and size of cities you have built or captured are one measure of the success of your civilization. Larger cities collect more taxes, conduct more technological research, and produce new items faster. Civilizations with small numbers of cities and small city sizes risk being overrun by larger and more powerful neighbors. Consider the proximity of other cities and minimize the chance that one city's

radius (21 squares with the city at the center) overlaps another's. To build another city, you first must build another Settler Unit, then move it to the desired location, and order it to build a city.

### 12. START TRADING AS SOON AS YOU CAN

The Trade Civilization advance will allow you to build trade caravans which will trade goods between your cities and neighboring civilizations. Lack of trade leads to stagnation, and a slow economy means a lack of goods and services. Trade income will allow you to increase production and undertake more scientific research.

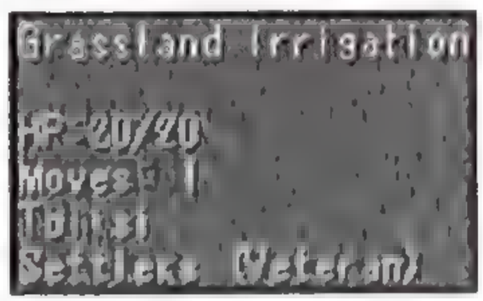
### 13. PLAN YOUR FUTURE ADVANCES/IMPROVEMENTS

Choose Civilization advances which will move you towards your final goal: conquering the world or space exploration. The Advances Chart and Civilopedia will provide the detailed information on the various civilization advances, improvements, and prerequisites necessary for achieving them.

## COMMANDS AND MENUS

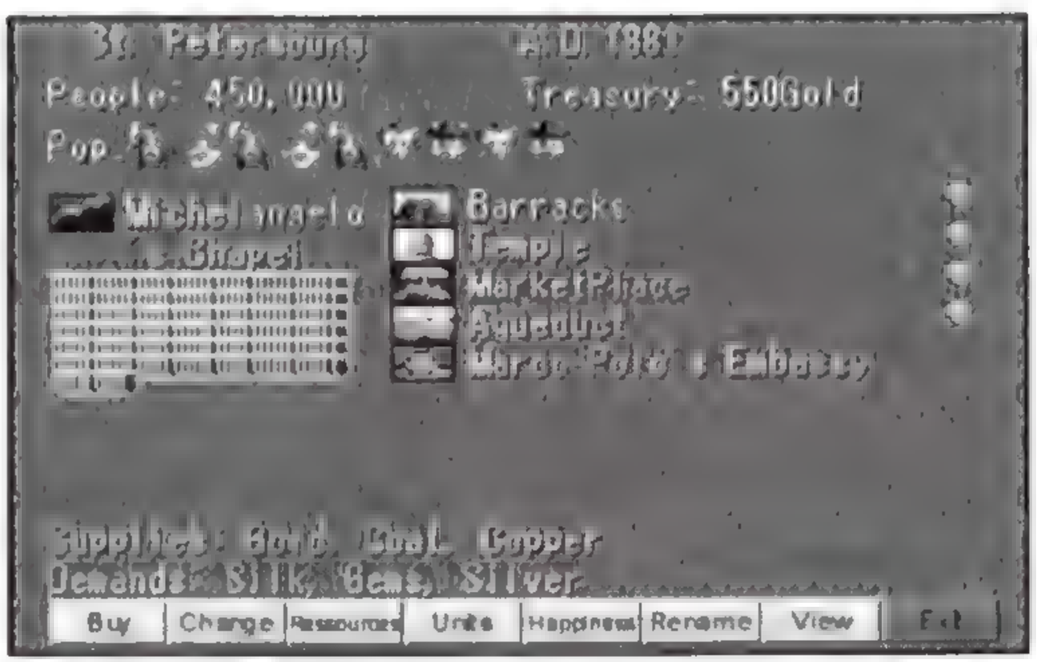
### STATUS WINDOW

This window (found at the bottom right of the screen) displays useful information about the current terrain square where your cursor is: the type of terrain and improvements, units present and their status, their remaining Hit Points (HP) and moves, if they're active or not, and what city they belong to.




### THE CITY SCREEN

You can direct the operation of each city from the City screen which holds all the critical information concerning the city's status, including how many shields it produces, how much food and trade income it is generating, what it is producing; how close the item is to completion; the happiness of the population; who is defending the city; and what improvements you've already built.



## IMPROVEMENT ROSTER

Shows all the existing improvements and Wonders in the city. If the improvement is one you can sell, there is a gold icon next to the listing.

## FOREIGN SERVICE MAP

A miniature map of the world. The city location is noted on the map, as well as the locations of all the city's units assigned to foreign service.

## BUTTONS ON THE CITY SCREEN

**Buy:** You can speed the completion of an item by buying it outright if you have sufficient funds in your treasury.

**Change:** You can use this button to switch production to another item at any time before the production of the existing item is completed. If you have already accumulated sufficient shields to construct the new item, any excess is lost, and the item is immediately completed. Otherwise, the accumulated shield icons roll over toward the new item. Changing production assignment often results in a significant loss of efficiency.

**Resources:** Shows the Resource Map and Resource Bars. You can shift what is being produced (food, shields, or trade) by selecting a square in that window. This, in turn, will convert your citizens into specialists (Entertainer, Taxman, or Scientist). To do this, move the cursor over the desired terrain square and press ✕ to convert. To further convert Entertainers, move your cursor to the population roster and press ✕ to convert.

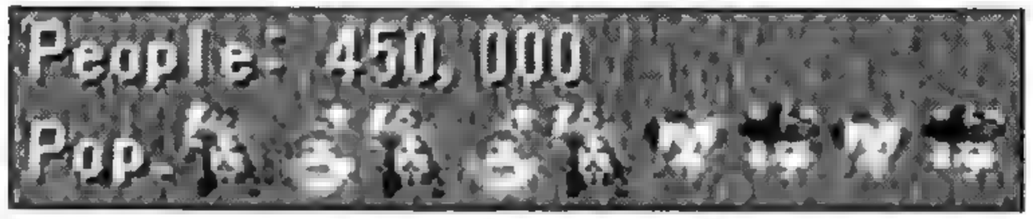
**Unit Roster:** Shows all of the units that call this city home and their status. Clicking on any unit will give you these options: No Changes, Center Map on Unit, Center Map on Unit and Close City Screen, Order Unit to Return Home, Disband Unit.

**Happiness Chart:** The first row shows the natural happiness of a city's population before any adjustments. The second row shows the effect luxuries have on the population. Every two units of luxuries make one contented person happy or one unhappy person content. The third row adds in the benefits of city improvements like Temples, Cathedrals, and Coliseums. The fourth row adds in the effects of martial law and troops stationed in the city. The fifth row, on the bottom, adds in the effects of any Wonders of the World, whether in this city or elsewhere. This row reflects the attitudes shown in the population roster, since all the adjustments have been factored in.

**Rename:** If you wish to rename a city (especially if you conquered it from another tribe and want it to reflect your civilization).

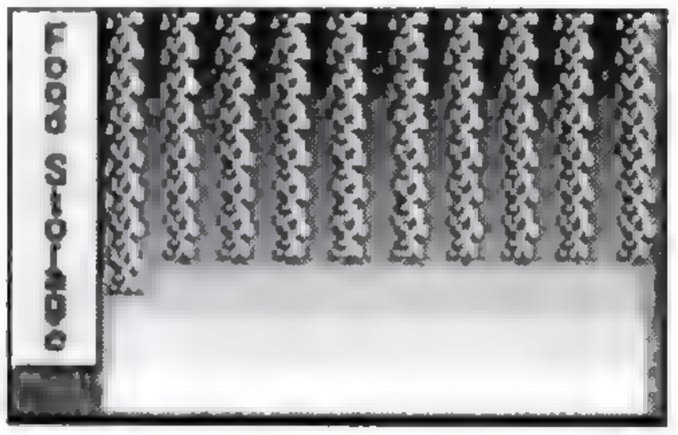
**View:** You can get a close-up view of your city and all of its improvements.
**Exit:** Takes you back to the Terrain Map, out of the City screen.

POPULATION ROSTER




Each citizen icon in the population roster represents one population point (which represents a different number of citizens, as the game progresses). Specialists consume food like other citizens, but no longer directly contribute to the resources a city generates. There are three types of Specialists: Entertainers, Scientists, and Taxmen. Cities must have a population base of five or more to support Taxmen or Scientists. Citizens removed from the work force immediately become Entertainers, each of which adds 2 luxury icons to the tally in the resource bars, and making more citizens happy. Each taxman adds three tax icons to the resource bar. No tax collection is made if a city is in civil disorder. Creating a scientist adds three science icons to the total in the apportionment bar. Universities and libraries are not included in this initial calculation.

FOOD STORAGE BOX




Any surplus food generated by your city each turn accumulates in this box. The capacity of the box expands as the city's population increases. If one of your cities is not producing enough food to feed its population, the shortage is subtracted from the reserve in the food storage box. If the box is empty and the city still has a shortfall, supported units are disbanded, one by one. The granary improvement has the effect of speeding population growth. When a city has a granary, the food storage box only half empties when it overflows, only to the granary line.

RESOURCE BARS

Resource bars compile all the resources generated by the city's workers each turn within the squares of the city radius.

Food: The state and disbursement of the city's food harvest each turn. Trade: The total trade goods produced and the disbursement of the city's trade income each turn, into taxes (coins), luxuries (goblets), and research funding (beakers). These numbers depend on your trade rates. Shields: Depending on the form of government, some of the shield icons will

be required to support the units built by the city. Support requirements are on the left side of the bar. If the city's industrial capacity is not sufficient to maintain the existing units, the shortage is indicated. If your turn ends and there's a shortage, enough units are disbanded to make up the difference, beginning with the ones farthest from the city.

### RESOURCE MAP

Any production generated by your city each turn accumulates in this box. The capacity changes to reflect the cost of the unit, improvement, or Wonder currently under construction. When the box is full, the item is complete. Most squares produce a combination of several resources. Selecting any square under production (except the city square, which remains permanently under production) temporarily takes that citizen off work. Select an unoccupied square to put the citizen back to work in a new place.

# IN-DEPTH INFO AND STRATEGY

## PRODUCTION AND ALLOCATION OF RESOURCES

When a city produces more food than its population and units consume each turn, the excess accumulates in the Food Storage Box. When the box is full, another citizen is added to the population roster. If your city is not producing enough food each turn to feed its population, the shortfall is noted, and stores are removed from the food storage box. If the box empties, any units that require food for support are disbanded, one by one, until a balance is achieved.

Shields power your industrial capacity and support the city's units. When a city produces more shields than your units expend each turn, the excess shields accumulate in the Production box. When the box is full, your city produces one of three kinds of things: units which move around the map, city improvements which are tied to specific cities, and wonders of the world, which give unique benefits to the civilization that builds them. If your city runs short of the raw materials it requires each turn, one or more units supported will be forced to disband, starting with the ones farthest from home.

Several factors influence a city's production of shields: The terrain within your city radius is most important, as citizens working on some types of terrain produce no shields at all. The form of government and the size of your empire can also cause each city to spend some of its raw materials as maintenance for the military units belonging to the city. In fringe locations, some proportion of the shields that workers generate each turn is lost as waste.

Here are some strategies for maximizing productivity: shift citizens working on the resource map so that they can produce more shields; use Settlers or Engineers to improve a terrain

square within the city radius to yield more shields; order Settlers units to build a new city (they'll no longer draw support from the city); or reassign units so that they are attached to a different city. Several wonders and improvements can also increase shield output (check the Civilopedia and the poster).

## TRADE

Caravan units represent shipments of trade goods and materials. Once your civilization has discovered the Corporation, the Freight unit replaces the Caravan unit on the Production menu. Freight units have two movement points a turn.

A Caravan or Freight unit can establish a trade route by entering any city. Each city can operate up to three separate trade routes. Trade routes also give the Caravan's home city a cash and science bonus on the turn when the route is established. A fourth and always available option for trade goods is food. You can transfer one food per turn to another city by sending a load of food from a city with a surplus to a city that needs help. A needy city can be on the receiving end of more than one food route. Once a food route is established, it cannot be countermanded. It is automatically canceled, however, if the sending city runs out of food for its own people.

The percentage of your trade that is converted into tax revenue, or gold icons, is determined by the tax rate you set. Trade routes increase the amount of trade goods generated in both their home city and the city with which the trade route is established. You get both the trade increase and a cash and science bonus no matter what your Caravan carries. The amount of trade generated by a trade route depends greatly on supply and demand, and partly on the size of the two cities. Bigger cities generate more trade. Trade with a city from another civilization is of greater value than trade with friendly cities, and the father apart the two cities are, the greater the bonus for trading between them.

## UNITS

Each civilization's units carry a different color shield. Units carrying red shields are always barbarians. Each unit has statistics for attack strength, defense strength, and movement points. Every unit has an observation factor (can only "see" units and objects on the edges of the terrain squares directly adjacent to their own). Hit points indicate how much damage a unit can withstand before it is destroyed (the greater the number of hit points, the more damage the unit can absorb in combat). The strength bar at the top of a unit's shield indicates how many hit points that unit currently has, both by its length and by its

color. As a unit loses hit points in an attack, its strength bar gets shorter. In addition, when the unit is reduced to approximately two thirds of its full strength, the strength bar changes from green to yellow; when a unit's hit points are reduced to around one-third of its full strength, the bar changes from yellow to red. Firepower indicates how much damage a unit can inflict in a round of combat.

A damaged unit can partially restore itself by skipping its ENTIRE turn. Units repair faster when they remain in cities for a full turn. If the city has certain improvements (i.e. Barracks, Port Facility, Airport) the damaged unit is restored to full strength in a single turn.

Fortified and sleeping units remain inactive until you change their status at the City screen. If you want them to move or change position, you must activate them first.

***Air Units***

The observation range of air units is two terrain squares (except for missiles). Most need to land in friendly city with an airport, Airbase, or Carrier unit, and are limited to attacking only once per turn.

***Naval Units***

Some have the capacity to carry passengers (ground units): triremes, caravels, galleons, frigates, and transports. Carriers can only transport air units. Most naval units can conduct shore bombardments – attack units standing on the coastal squares of continents and islands. Naval units can defend the cities they occupy against attack, though their firepower is reduced to one because of their limited maneuverability.

## MOVING UNITS

You can move (or order) your units when they're in Move Pieces mode: the active unit blinks, and you can use the arrow buttons and the O button to move it across the map. You are automatically placed in Move Pieces mode at the beginning of each turn, and are automatically switched to View Pieces mode at the end of your turn.

Each terrain type has its own movement point cost. Units can generally move up to the limit of their movement factors. A unit can always move at least one square in a turn, regardless of the movement point cost of the terrain. Any terrain square with a road across it costs just one-third of a movement point to cross. A railroad reduces this cost to zero. Cities automatically have roads in their city squares, so entering a city square always costs one-third of a movement point. Once your civilization discovers the Railroad advance, city squares are automatically upgraded to railroads, so your units can slide through them for free.

To send a unit on a long trek, you have two options: either by using the Return to City command, or by using the Go To option. Once a destination city is selected from the list, the unit automatically goes to that square, whether it takes only one turn to complete its orders, or many turns. If the unit is attacked, or an obstruction prevents the unit from completing its journey, it becomes active once again. Ground units cannot travel between continents on a Go To order.

Ground units normally move only on land. To traverse the wide oceans, or even get across lakes, they must board naval transport. Air units must land in a friendly city, at an Airbase, or on a Carrier unit to refuel every turn or two. To avoid attacking rival units by accident, carefully guide your planes around them. You can make a paradrop (of paratroopers) in any land square within ten of the origination square not occupied by enemy troops. Once you have two or more Airports, you can airlift one unit per turn into or out of each Airport.

Ships cannot navigate rivers, deltas, or swamps in the game. City squares that touch a shoreline along one side or at one corner are the only "land" squares that ships can enter – here they make port. Making port costs one movement point. Sailing experience accumulates with new advances: once your civilization discovers Seafaring, your crews get lost at sea only 25% of the time; and once you discover Navigation, the likelihood of their loss is reduced to one in eight.

***Zones of Control***

Neither ground troops nor Settlers units can move directly from one rival's zone of control into another square within a rival's zone of control, unless they have an alliance with the rival player or if a friendly unit or city occupies that square. Rival units and cities have a 'zone of control' which extends into eight squares that immediately surround them. Air units have the whole sky in which to maneuver; naval units have the open sea. Diplomats and Spies can enter the zone of control, as well as Freight and Caravan units. Partisans can also enter zones of control, and Explorers also. Engineers can also infiltrate and bypass enemy positions.

## POPULATION

Keeping a city's population growing is important because each additional citizen contributes something to your civilization; each one brings a new terrain square under production in your city radius until there are no empty squares to work, after which he becomes a specialist. When you start building cities, you start with content citizens. The type of government your civilization develops and the level of difficulty at which you choose to play affects the happiness of your citizens.

You can increase the happiness of your citizens several different ways: building specific city improvements (i.e. Temples and Marketplaces), reassigning military units, adjusting tax rates, and pulling citizens off production work to make them specialists. Luxuries make your population happier -- every two goblets make one contented citizen happy.
If a city's population becomes sufficiently happy, it will spontaneously hold a celebration in honor of your rule, and declare a "We Love (the leader, you) Day." For this to happen, there can be no unhappy citizens in the city, there must be at least as many happy citizens as content citizens, and the population roster must have at least three citizens. Specialists are included in this calculation.

## GOVERNMENTS

Once you have discovered a new form of government, you can choose to sponsor a revolution in order to change government types. Anarchy, or the lack of government, occurs only when you lose control, either because civil unrest topples your current government, or immediately following a revolution.
The governments you can choose in Civilization are as follows: Anarchy, Despotism, Monarchy, Republic, Communism, Fundamentalism, Democracy. (The Civilopedia contains detailed information on each form of Government.)

## DIPLOMACY, FOREIGN RELATIONS, AND SPYING

Establishing embassies in your rivals' cities allows you to increase your negotiating power. If you are the largest, most powerful, and richest civilization in the world, all rivals are likely to be very demanding or antagonistic. Leaders with whom you are allied tend to become jealous as your civilization grows larger and more powerful. An emissary's body language and way of addressing you can give you a hint of the rival leader's attitude towards you.
Whenever one of your Diplomats or Spies successfully steals technology, sabotages a city improvement, poisons the water supply, or incites a revolt in a city of a civilization with which you have signed a treaty, an international incident almost inevitably occurs. Your victim is likely to treat your treachery as an act of war, and there might be domestic repercussions also, if your government is a republic or democracy. Incidents are bound to occur, unless you are already at war with your victim and the Diplomat or Spy failed their mission.

***Your Reputation***

Rumors of your past transgressions will precede you! Breaking a treaty or an alliance carries a slight but permanent diplomatic penalty in all future negotiations with other players. Your reputation matters on the domestic front also. When you choose to govern your civilization as a Republic or Democracy, your Senate pays careful attention to your conduct in foreign affairs. The more treaties you break, the less other players trust you. If you break treaties systematically, the other players learn from their mistakes and become as ruthless as you. If you have an excuse for breaking a treaty, the diplomatic penalty is eliminated or reduced. Since keeping your word is more important than behaving peaceably, refusing to sign a peace treaty or opting for a temporary cease-fire instead are honorable alternatives. You can still maintain a spotless reputation by waging war or by pursuing conquest.

***Bribing an Enemy Unit***

You might convince an enemy unit to defect and join your civilization by moving the Diplomat or Spy into a square occupied by a single enemy unit. The farther a unit is from its capital, the less gold is required. If you accept, the gold is deducted from your treasury and the army switches sides (becomes your color). The Diplomat or Spy survives the discussion, regardless of the mission's success. Diplomats and spies can bribe naval and air units as long as these are not stacked with other units. Your nearest city becomes the home for a newly-bribed unit.

***Stealing Technology***

A Diplomat can steal one advance per city, but a Spy can make more than one attempt per city to steal an advance (her chance of capture increases with every additional mission). If he succeeds, a Diplomat disappears in the process; but if the Spy succeeds, she returns to the closest friendly city and is promoted to veteran status for her work. Diplomats and Spies stationed in your cities can also reduce enemy attempts to steal technology: Spies have a 40% chance of doing this, and veteran Spies have a 60% chance.

***Gathering Intelligence***

Your Diplomat or Spy unit establishes official contact with the rival civilization, setting up an office in the city to which you sent him or her. There is no possibility of international embarrassment or detection. Your Diplomat/Spy unit gathers information about the rival city's production and development (shows you the enemy's city display). You can access

information about your rival's type of government, treasury, number of armies, the name of its capital city, treaties with other civilizations, diplomatic states, and technological advances whenever you look at your Foreign Minister's Report.

***Industrial Sabotage***

Your Diplomat destroys either whatever item the rival city currently has under production, or one of the rival city's existing improvements – the item targeted is a matter of random chance. Your Spy, however, will choose a specific target from that city's existing improvements. If your envoy destroys a critical improvement, it might throw the city into unrest, weaken its defenses, or cut its production. Diplomats and Spies never destroy Wonders of the World.

***Inciting a Revolt***

The amount of time needed to finance a revolt depends upon the size of the city and its proximity to the enemy civilization's capital. If you wish to avoid an international incident, you must subvert the city by paying double the listed amount.

Enemy capitals, and cities in a Democracy, never agree to revolt. Cities with courthouses cost twice as much to bribe, and cities under Communism tend to remain expensive to bribe. Also, it costs less to incite a revolt in a city already in civil disorder than in a contented city. A diplomat is lost in a successful revolt, but a spy returns to the closest friendly city. If successful, all units within one square of the revolting city belonging to that rival civilization also revolt and join your regime.

***Poisoning the Water Supply***

Only spies can attempt to weaken the resistance of a rival city by poisoning the water supply. If successful, the target city's population is reduced by one point.

***Planting a Nuclear Device***

Only spies can attempt to plant nuclear devices in rival cities. This is the most difficult mission to accomplish, and the likelihood of capture is high. If the spy is caught red-handed, every civilization in the world will declare war on you, appalled by your atrocity.

COMBAT

When civilization advances make available new army types with better defense factors, take the first opportunity to replace old defenders with better units. Since the offensive capability of your enemies improves as they acquire new advances, your defenses must improve to keep up.

Most battles result in the destruction of one army or the other. Important factors to consider in combat are: the attack and defense strengths of the combatants as well as their hit points and firepower; the presence of veteran units on either side (veteran units have 50% more attack and defense power than normal units); the terrain occupied by the defender; and any defensive improvements in the square. When more than one unit occupies the defender's square, the unit with the highest defensive strength defends. If that unit loses, then all other armies stacked with it are destroyed as well. Stacked units taking advantage of Fortress improvements or taking cover in the city squares are destroyed one at a time.

In addition to losing strength, damaged units also lose mobility. If the damaged unit normally had three movement points, damage of 30% would reduce its movement to two movement points. Naval units are never reduced below two movement points per turn, and air units do not suffer reduced movement at all.

***Air Battles***

Only fighters and stealth fighters can attack bomber or stealth bomber units. A fighter or stealth bomber stationed in a city increases the defense factor of the defending units by four when they are attacked from the air. When an aegis cruiser is attacked by air units, it gains defense bonuses: the defense factor is tripled against plane or helicopter attacks, and it is increased five times against missile attacks.

***Ground Battles***

A successful ground attack on a city destroys only one defending unit at a time. However, each successful attack also reduces the population of the city by one point unless the city is protected by these improvements: the City Walls triples the defense strength of units within them against all ground units except howitzers, and protects a city's population from reduction; the SAM missile battery doubles the defense strength of all units within the city against all air units except Nuclear missiles; a Fortress doubles a unit's defensive strength, and allows stacked units to be destroyed one at a time.

***Nuclear Attacks***

Nuclear attacks occur when a nuclear unit attempts to enter a square occupied by enemy units or an enemy city. A spy unit can make a suicide bomber attack by smuggling a Nuclear unit into an enemy city, regardless of the presence of an SDI Defense city improvement (which extends three squares from a city, in any direction and protects the city and all the units and improvements within this radius from all effects of a direct Nuclear missile attack).

When air units or ground units attack ships in port, the attackers' firepower is doubled against the defending units and the defender's firepower is reduced to one. Air units also pick off city defenders one at a time, except for Nuclear missiles.

## MINOR TRIBES (IN VILLAGES)

Upon coming into contact with a minor tribe in a village, they may share an Advance, give you gold, add their military units to your own, or join your cities. You may also be surprised by a barbarian attack or find the village deserted.

## CITY IMPROVEMENTS

Linking cities with roads and railroads can be very helpful in speeding the movement of units from one end of your empire to trouble spots elsewhere. Most improvements don't disappear over time, but they can be vulnerable to capture, fire, and sabotage. If you're really strapped for cash, you can even sell a city's improvements.

If you have the funds, you can rush completion of a partially built item by paying a premium price, in cash. The rush cost can be up to eight times as much gold as the normal accumulation of shield icons, depending on the proportion of the work already completed and whether the job is civil, or military, or a wonder.

## CIVILIZATION ADVANCES

The game counts philosophical concepts and theories, as well as new government types as "new technologies." Advances are divided into five broad categories: Military, Economic, Social, Academic, and Applied. The scientific research performed in each city you own is totaled in the Science Advisor's Report.

The greater the research contribution each city makes toward new civilization advances, the faster your people discover each new advance. Improvements that can help are the Library, University, and Research Lab which all increase research, and several Wonders. The science (beaker icons) each city generates every turn represents a percentage of the total trade income allocated to research. You can increase the allocation to research in the Tax Rate option in the Kingdom menu. Once you have chosen a direction for your research, you cannot change your mind. Your scientists pursue that topic until they learn the new civilization advance. Contact with a minor tribe might also bring a new civilization advance.

## WONDERS OF THE WORLD

A wonder of the world is a dramatic, awe-inspiring accomplishment. It is typically a great achievement of engineering, science, or the arts, representing a milestone in the history of humankind. Twenty-eight Wonders are included in Civilization II, seven each representing

the four great epochs of civilization: the Ancient World, the Renaissance (including the High Middle Ages), the Industrial Revolution, and the Modern World (present and future).

Each Wonder exists only in the city where it is constructed. Wonders can be built in any city and more than one may be built in the same city. If the city is captured by a rival power, the wonder is also seized. If a wonder is destroyed along with a city, it can never be rebuilt. The achievement of later advances can negate the benefits of older Wonders, regardless of which civilization discovers the canceling advance.

You can build a Wonder if it does not already exist somewhere else in the world. If you are building a Wonder in one of your cities and the same Wonder is completed elsewhere before you finish, you must convert your production to something else.

If you want to accomplish construction of a wonder faster than the city that is building it can generate shields, you have several options: divert trade goods into the Wonder's coffers by moving a Caravan or Freight unit into the city of construction and accepting the choice Help Build Wonder; spend cash directly from your treasury; or disband troops currently in the city that is constructing the wonder (each disbanded unit contributes shields equal to one-half its construction cost directly to the Resource box).

## POLLUTION

Manipulating terrain to produce the maximum number of shields has a negative side effect: gradual polluting and poisoning of the environment. Every turn, the game assigns a probability of pollution occurring within the economic radius of each city, which is determined by the number of shields produced (industrial pollution) and the population supported (smog). Pollution (represented by a skull on the terrain square in which it occurs) reduces the production of food, raw materials, and trade to one-half of pre-pollution levels. Unchecked pollution significantly raises the risk of global warming, which will occur at any time when at least nine map squares, anywhere in the world, are polluted.

Smokestacks begin appearing on the City Display Screen when the combined pressures of smog and industrial pollution pose a significant threat of contamination. The exact proportion of smokestacks produced by industrial pollution and smog depends on the difficulty level at which you set the game.

Polluted terrain can be detoxified by any Settlers or Engineer unit, and takes four turns (two for the Engineer). Certain city improvements can also help the situation. A Nuclear Power Plant, Hydro Power Plant, Solar Plant, or Recycling Center improvement in a city reduces the impact of industrial pollution, in turn decreasing the accumulation of smokestacks.

## WINNING THE SPACE RACE

The history of your civilization ends when either you or one of your rivals reaches a nearby star system with colonists. If your spaceship is the first to arrive, you receive a bonus to your civilization score in recognition of this final accomplishment. If a rival makes planetfall first, you receive no bonus.

No civilization can undertake spaceship component construction until the Apollo Program Wonder is built. Thereafter, any civilization that has acquired the necessary advances can begin building the parts of a spaceship. Each civilization can build only one spaceship at a time, and cannot build a second, back-up ship once the first is launched. Once launched, ships cannot be recalled or turned around. Your spaceship is made out of three types of parts: components, modules, structural support. You must achieve a new civilization advance to make each type of part available for construction. Though you can construct parts in any order, and most likely will have multiple parts under production simultaneously, all modules and components must eventually be connected to structural parts if you want them to function. For more details on the components, check the Civilopedia.

***Spaceship Display Screen***

As each new component is completed, the Spaceship display appears, showing where the component is positioned and updating the statistics and specifications.

**Population** – Number of pioneers the spaceship is outfitted to carry.

**Support** – Percentage of accommodations on the ship currently serviced by life support: air, nutrient, and waste systems.

**Energy** – Percentage of energy required by habitation and life support modules currently provided.

**Mass** – The greater the mass of your components, modules, and structures, the more power is required from propulsion parts to move it.

**Fuel** – What percentage of the fuel your propulsion units require is currently aboard.

**Flight time** – Number of years required for your spaceship to reach the nearest star, based on the ship's current mass and engine power.

**Probability of success** – All the other data including the amount of food and energy available and the estimated flight time, in an estimate of the approximate percentage of colonists who are expected to survive the voyage.

**Launch** – To send your spaceship on its voyage, click on the Launch button. Once launched, you cannot retrieve a spaceship. To quit the Display screen and return to the game, click on the **OK** button.

## CONQUERING THE WORLD

If at any time you control the only settled civilization, you win, and the End Game sequence proclaims you the ruler of the world. However, if you vanquish other civilizations early enough in the game, some new tribe might develop a Settlers unit and found a civilization using the color originally assigned to the vanquished culture.

## SCORING

**Throne Room** – As your civilization achieves certain milestones, your citizens spontaneously show their approval, first by building and subsequently by offering to make additions to your throne room.

**Demographics** – Provides a number of real-world statistics about your civilization's health, growth, economic, and military status, and is a good tool for comparing your performance with your rivals'.

**Civilization score** – This keeps a running total of the points you've earned for population size and various achievements, as well as a total of the penalties. When you reach the end of the game (in 2020 AD) this total becomes the basis of your score. However, the level of barbarian aggression you chose affects the final tally ( -50 points for the lowest level of activity, -25 for the next highest, no change for the normal level, +50 points for the highest level).

| ***Basic Scoring Chart*** | |
|---|---|
| Each happy citizen | 2 |
| Each content citizen | 1 |
| Each Wonder of the World that you possess | 20 |
| Each turn of world peace (no wars or combat) | 3 |
| Each futuristic advance | 5 |
| Each map square currently polluted | -10 |

If you conquer the world before the last year of the game, you get an alternate score based on the number of rivals you eliminated and the speed with which you moved. If you successfully settle the stars, you earn a bonus based on the number of colonists to reach Alpha Centauri. This bonus is added to your running total score.

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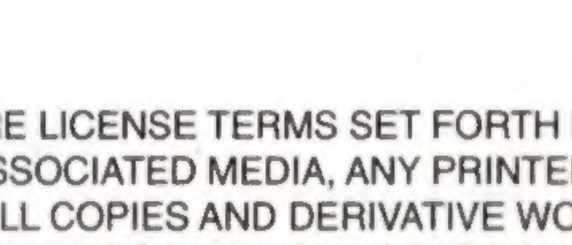


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